
P A R K E R B R O T H E R S

A R C A D E / A C T I O N
S O F T W A R E



C A R T R I D G E F O R A T A R I H O M E C O M P U T E R S

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Setting the Console Controls

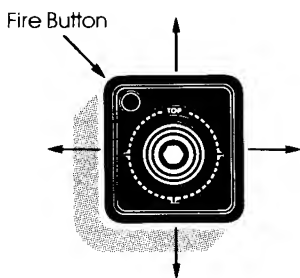
1. Place the cartridge firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON.
3. Press OPTION to choose either the NOVICE (easy) or AGENT (expert) difficulty levels.
4. Press SELECT to choose either a one- or two-player game.
5. Press START to begin.

To the tune of the James Bond theme, you'll see the title of the adventure as well as "GOOD LUCK, MR BOND:" "AGENT 1" (or 2) refers to the first (or second player). The number of available vehicles appears to the right. As Mr. Bond steps into the vehicle, he gives a brief demonstration of its capabilities, then speeds off to face the first adventure.

At any time during the game, you may press either START or RESET to begin again.

Also, you may stop the action by pressing the SPACE bar. To restart the action, simply press any ALPHA / NUMERIC KEY.

The Joystick Controllers



Plug the joystick controllers firmly into the Atari 1200XL unit. For the Atari 400 and 800 units, plug the controllers into the jacks labelled "No. 1" and "No. 2." For one-player games, use jack No. 1.

The joystick controls Bond's specially designed multi-purpose craft. The craft moves *forward* with a right motion and slightly *back* with a left motion. An *up* or *down* motion causes the craft to jump or dive. In either case, gravity or buoyancy returns the craft to a water or land surface line.

Each press of the FIRE button either lobbs a flare bomb or fires a fixed angle shot. These are released alternately.

Your Itinerary, Mr. Bond

In this game, you are Bond. James Bond, 007, the world's most famous secret agent. Renowned for your cool and confidence (not to mention your biting wit), you've been selected by the British Secret Service for four clandestine, utterly critical, and nearly impossible missions.

These will be accomplished at the controls of a specially designed multi-purpose craft that boasts extraordinary capabilities. It has the properties of a car, a plane, and a submarine. And it's equipped with the latest weaponry. We think you'll find it more than adequate.

In brief, Mr. Bond, this is what lies ahead. First stop, Las Vegas in *Diamonds Are Forever*. No casinos, here. Rather, you've got to cross the desert in the dead of night. *A very romantic place, indeed, when you're not being shot at.*

We know you like a change of scenery, Bond, so the next stop is Sardinia in *The Spy Who Loved Me*. Stromberg's underwater laboratory is your destination in this one. We're confident you'll know just what to do when you reach it.

In *Moonraker*, you'll recognize your old nemesis Hugo Drax and his poison satellites. From your position on a lake, you must stop the satellites from ever reaching Earth.

We thought we'd top off the assignment with *For Your Eyes Only*. This one will take you below sea level to a sunken WWII fishing trawler. Could be the most hazardous mission of all. We're only thinking of you, Bond. We know your fondness for the Greek islands.

Oh, about the details, read on. We want you to be prepared for the assault... frogmen, missiles, mines and the like. Not to worry. Good luck, Bond. And Bon Voyage!

Diamonds Are Forever

Mission: Land on Seraffino's Oil Rig and Rescue Tiffany Case

There's lots of glitter in this adventure. But all that glitters is not gold... it's diamonds and Seraffino's got them! Black market jewelry scheme, you're thinking? Wrong. When attached to a communications satellite, the stolen rocks can harness solar energy, create a laser blast, and destroy targets on the Earth's surface.

Therefore, Bond, you must get Seraffino. You'll find him on an oil rig off the Pacific coast. There, he controls the diamond satellites' guidance system.

By the way, Bond, Seraffino's holding your... uh... assistant, Tiffany Case. We believe she's desperately in need of rescue.

The Desert. First you must travel rugged desert terrain in the dead of night. The desert is filled with treacherous, glowing craters that you must jump over—or else crash!

As satellites pass overhead, they'll drop lasers. Lasers can destroy you on impact as well as create craters in your path. Your driving skills will be of the utmost importance in surviving lasers since it's impossible to destroy the satellites.

Craters occasionally fill with water. You may glide over the water as long as you jump back onto the land.

The Diamonds. Giant diamonds hang in the night sky. Hit one with your fixed angle shot to light your way (and score points). And remember that only by light of a diamond will you be able to see Seraffino's oil rig once you reach the ocean.

The Ocean. When you reach the ocean, continue to light the sky by hitting diamonds. Remember, you're looking for the oil rig. Also, lobbing flare bombs onto the ocean floor, enables you to see the Seraffino's frogmen and get them before they get you. (Watch out for fire from behind.) The satellites are still active, so beware.

The Oil Rig. Seraffino's oil rig will be silhouetted against the sky when you hit a diamond. When it appears, move your craft just to the left of the rig, move it straight up over the top of the derrick, then down to land on the helipad. When this happens, you've gotten Seraffino and saved Tiffany Case!

Important: *If you're unable to hit a diamond and you notice that your shot disappears right after firing, this means that you're about to hit the oil rig. Dive under it quickly and try again to accomplish the mission on the next oil rig. Completion of this mission brings you the next with your remaining crafts.*

The Spy Who Loved Me

Mission: Destroy Stromberg's Undersea Laboratory

Shipping magnate Karl Stromberg uses huge oil tankers to swallow nuclear submarines right out of the water. It just so happens he's captured a British sub, not to mention your fellow agent Anya Amasova. Stromberg must be stopped for good. You'll find him in his undersea laboratory off the coast of Sardinia.

Missiles. Stromberg has rigged the ocean floor with deadly missiles that rise into the air, turn into mushroom mines, and fall back down again. Avoid them, shoot them down, or bomb them out at the base.

The Oil Tankers. When you see one of Stromberg's oil tankers, dive under it. From the tanker, Stromberg's trigger-happy chopper pilots will track you until their fuel runs out. When this happens, they head back to the tanker. By the way, Bond, the helicopter is indestructible.

The Undersea Laboratory. When you see Stromberg's laboratory at the bottom of the screen, lob a flare bomb onto it. The explosion will release a capsule that carries Anya Amasova. Swoop down and touch the capsule and your mission is accomplished. Stromberg is destroyed and Anya is saved.

Completion of this mission brings you the next with your remaining crafts.

Moonraker

Mission: Destroy Three Spinning Satellites

Billionaire industrialist Hugo Drax has concocted the ultimate scheme in international espionage: the depopulation of the Earth in order to recolonize it with his super-race. The destruction will occur from Drax's poison satellites that rotate through space. As they spin through the night, you must attack them from your vehicle's position on, above, or beneath the lake's surface. A deceptively difficult task.

Space shuttles. Another of Drax's brilliant but dastardly inventions is the Moonraker fleet of space shuttles. Launched from the ocean floor, they will destroy you on impact.

And remember this: when a space shuttle rises into orbit at the top of the screen, it explodes. If you're *above* water when it does, you'll explode, too. How to handle a space shuttle? Blow it out at the launch pad, dodge it and submerge before it explodes or shoot it down.

Mini subs. Drax loves submarines and he has sent a fleet of them to patrol the depths. Mini subs release deadly mines that float to the surface. Avoid them or destroy them or they'll destroy you. And get those bothersome subs if you can, too!

Just one more thing, Bond. Make sure you clear the terrain and watch that uncomfortably shallow water.

Completion of this mission brings you the next with your remaining crafts.

For Your Eyes Only

Mission: Retrieve Radio Equipment from a Sunken Fishing Trawler

A British surveillance ship has been sunk off the Greek mainland by a World War II mine. Somewhere amid the wreckage lies a top secret ultralow frequency transmitter that launches ballistic missiles on command. You *must* find it before it falls into the hands of enemy agent Gonzalez.

Terrain. First, the shoreline requires expert piloting to avert the mountain peaks that rise dangerously from the ocean floor.

Underwater Enemies. Only by the light of flare bombs can you see the enemies that lurk in the darkened waters. These include armed frogmen and the same mine-releasing mini subs that Drax employs. You've escaped them before, you can do it again!

Helicopters. Occasionally, a helicopter comes onto the scene. Sorry, old boy, it's not one of ours. The chopper's tracking system make it a deadeye shot. And the radius around the gunfire explosion is a killer. Consider yourself warned.

The Sunken Fishing Trawler. When you see the sunken fishing trawler, maneuver your craft onto the circular radio antenna in the middle of the deck. Do so, and you've retrieved the radio equipment. But if you hit any other part of the ship, you're sunk!

Completion of this mission ends the game.

End of Game

The game ends when you complete the last mission or when you lose the last craft. In either case, you'll see the final animated scene along with your final score. The following screen gives you your AGENT RATING.

Agent Rating

The British Secret Service rates each of its agents on his or her performance at the end of each game. Our rating method is computer-analyzed and highly confidential. *(Enemy agents must never learn our training secrets!)* The highest rating in NOVICE is 005. The highest rating in AGENT is 007, of course!

Two-Player Games

In a two-player game, players alternate as Bond. The LEFT player goes first. Each player's score is displayed at the end of a turn. When one player loses all his or her crafts, he or she is out of the game. The opponent may continue to play with his or her remaining crafts.

Scoring

Your score is displayed after the loss of each craft. Your final score appears at the end of the game.

| Targets | Points |
|--|---------------|
| Diamond | 50 |
| Frogman | 200 |
| Ocean floor missile | 100 |
| Mushroom mine | 100 |
| Space shuttle | 200 |
| Satellite | 500 |
| Mini-sub | 200 |
| Mini-sub mine | 100 |
| Mission accomplished | 5,000 |
| Each remaining craft at the end of the game | 3,000 |

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